

## **SECTION XIII**

### ***INDUSTRIAL DESIGN STANDARDS***

#### **I. GENERAL PROVISIONS**

##### **A. TITLE/CITATION**

The regulations set forth in this Ordinance shall be officially known and cited as the “*Brighton Industrial Design Standards*,” although they may be referred to in this and other documents as “*Industrial Design Standards*,” or as “IDS.”

##### **B. PURPOSE**

The *Industrial Design Standards* (IDS) were developed to promote the health, safety, and general welfare of the residents of the City of Brighton by encouraging high quality industrial development. The IDS establish design criteria and standards for the development of industrial sites within the City of Brighton. The purposes of the IDS include the following:

1. Enhance and protect Brighton’s quality of life by articulating the City’s goals and policies for industrial developments through design standards; and
2. Enhance Brighton’s economic vitality by promoting high quality industrial development that is attractive, efficient, functional and safe; and
3. Enhance the productive and beneficial effects, and mitigate the adverse effects, of industrial development.

##### **C. APPLICABILITY**

The standards established by the *Industrial Design Standards* (IDS) shall apply to all industrial developments, an application for which has been submitted for review after the effective date of this ordinance, as the same may be amended from time to time, that are proposed within any industrial zone district, industrial PUD, industrial development or industrial subdivision, that is not regulated by the *Brighton Commercial Design Standards* (CDS).

1. At the sole discretion of the Community Development Director, alternative industrial design standards for a specific industrial development, district or subdivision, including Planned Unit Developments (PUDs), that meet or exceed the intent of these *Industrial Design Standards* (IDS), and established and enforced by a private owner’s association, may be approved by the Community Development Director and applied to sites within the specific industrial development, district or subdivision in lieu of the application of these *Industrial Design Standards* (IDS).
  - a. All such alternative industrial design standards that have been approved by the Community Development Director, shall be recorded with the applicable County Clerk and Recorder, and shall be fully enforced by the applicable owner’s association. In the absence of such enforcement by the owner’s association, the City shall have full authority to implement and enforce said alternative standards. To ensure such enforcement, all approved alternative industrial design standards shall include specific language authorizing the City of Brighton to implement and enforce the private industrial design

standards in the absence of implementation or enforcement by the private owner's association.

- b. The Development Review Committee (DRC) shall have jurisdiction to review and make recommendations to the Community Development Director, City Manager, Planning Commission and City Council, regarding the approval and implementation of, and compliance with, approved and recorded alternative industrial design standards.

#### **D. CONFLICTING PROVISIONS AND RELATIONSHIP WITH OTHER REGULATIONS**

These *Industrial Design Standards* (IDS) are intended to supplement the City of Brighton's regulations set forth in Chapter 17, Land Use and Development Code, of the Brighton Municipal Code, as amended. In addition to the requirements of the IDS, an applicant shall comply with all other applicable City of Brighton land use and development regulations, ordinances, and requirements. In the event the provisions of the IDS are inconsistent with one another, or conflict with provisions set forth in other parts of Chapter 17, Land Use and Development Code, of the Brighton Municipal Code, as amended, or in any other City ordinance or regulation, the more restrictive provision, or that which more specifically applies to a given situation, as determined by the Community Development Director, shall govern, unless otherwise expressly stated. Except as otherwise provided herein, the Community Development Director shall be the final arbiter regarding issues pertaining to the applicability and administration of the IDS.

An administrative decision made by the Community Development Director, as it pertains to the IDS, may be appealed according to the appeals process described in the *Administration, Procedures and Enforcement* section of the Land Use and Development Code, of the Brighton Municipal Code, as amended.

## **II. DEFINITIONS**

### **A. GENERAL INTERPRETATION**

For the purpose of these *Industrial Design Standards* (IDS), words and terms used, interpreted, or further described in the IDS, may be construed as follows, unless the context clearly indicates the contrary. Words in the present include the future. The singular number includes the plural and the plural is singular. The particular supersedes the general. The word "**shall**" is mandatory and the word "**may**" is permissive. The word "**used**" or "**used for**" includes the words "**intended**," "**designed**," "**arranged**," or "**occupied for**."

### **B. WORDS, TERMS OR PHRASES**

For the purpose of these *Industrial Design Standards* (IDS), the following words, terms, phrases, and land uses shall be interpreted and defined in accordance with the provisions set forth in the IDS, or by further modification by the Community Development Director. For words, terms, phrases or land uses not defined in the IDS, the City may refer to the *Definitions* section of the City of Brighton Land Use and Development Code, as amended. For words, terms, phrases or land uses not defined in the IDS, or the *Definitions* section of the City of Brighton Land Use and Development Code, the City may refer to the latest edition of A Planners Dictionary, by the American Planning Association (APA); or The Illustrated Book of Development Definitions, by Moskowitz and Lindbloom; or A Visual Dictionary of Architecture, by Ching; or the definition will be established by the Community Development Director.

**Different Finish Material:** Building finish materials may be considered as different if, in the overall context of the site and the building design, the proposed building finish materials are

significantly distinct in color, and/or pattern, and/or texture, and/or design treatment, as approved by the Community Development Director.

**Dissimilarly Zoned District:** A dissimilarly zoned district, property or land is as any territory that is not designated in the City of Brighton's Zoning Map as an industrial zone or district. For purposes of this Section, industrial zones or districts shall include an industrial PUD, Business Park (BP) zoning district, and Sludge Application (SA) Overlay Zone district. Any other land, whether located within the corporate boundaries of the City or another jurisdiction, which is zoned as park land, open space, recreational land, or residential, or any property having an existing residential dwelling located within 500 feet of the shared property line, shall also be considered as a dissimilarly zoned district.

**Fully Shielded Light Fixture:** A light fixture that is shielded in such a manner that light emitted by the fixture is projected downward, below the horizontal, as determined by a photometric test or as certified by the manufacturer specifications.

**Heavy Industrial:** Heavy industrial shall mean any building constructed for use by, or any district zoned to accommodate, those specific land uses listed in the *Tabulation of Uses* section of the City of Brighton Land Use and Development Code, as amended, under the "Industrial Uses" Use Category heading, which are permitted, either as a use-by-right or as a conditional use, or as a special use, within the I-2 (Heavy Industrial) zone district, and which are not allowed in the I-1 (Light Industrial) zone district.

**Identification Sign:** A sign which is intended to identify the primary use or user on the same property or lot as the building or use being identified or advertised.

**Light Industrial:** Light industrial shall mean any building constructed for use by, or any districts zoned to accommodate, those specific land uses listed in the *Tabulation of Uses* section of the City of Brighton Land Use and Development Code, as amended, under the "Industrial Uses" Use Category heading, which are permitted, either as a use-by-right, or as a conditional use, or as a special use, within the I-1 (Light Industrial) zone district.

**Line-of-Sight Drawing:** A drawing that depicts a visual path, emanating from the point-of-view of a typical pedestrian, at a five foot (5') eye-level, as measured above the grade of a specific point on the ground.

**Loading Dock:** An area established for the temporary parking of large commercial vehicles, engaged in the act of loading and unloading products, merchandise or materials.

**Major Roadway:** A Major Roadway is a collector street, an arterial street, a highway, or an interstate freeway (including associated frontage roads). A Major Roadway shall include any street or right of way that is not designated as a local street.

**Masonry Wall:** A wall may be considered as a Masonry Wall if it is constructed of, or finished with, a veneer made of a masonry material, such as stone, brick, architectural block or tile. CMU (concrete masonry units) blocks and stucco finishes may be considered as a masonry material, so long as its color and its pattern, texture and/or design treatment provide sufficient visual interest to meet the intent of the standard, as determined by the Community Development Director.

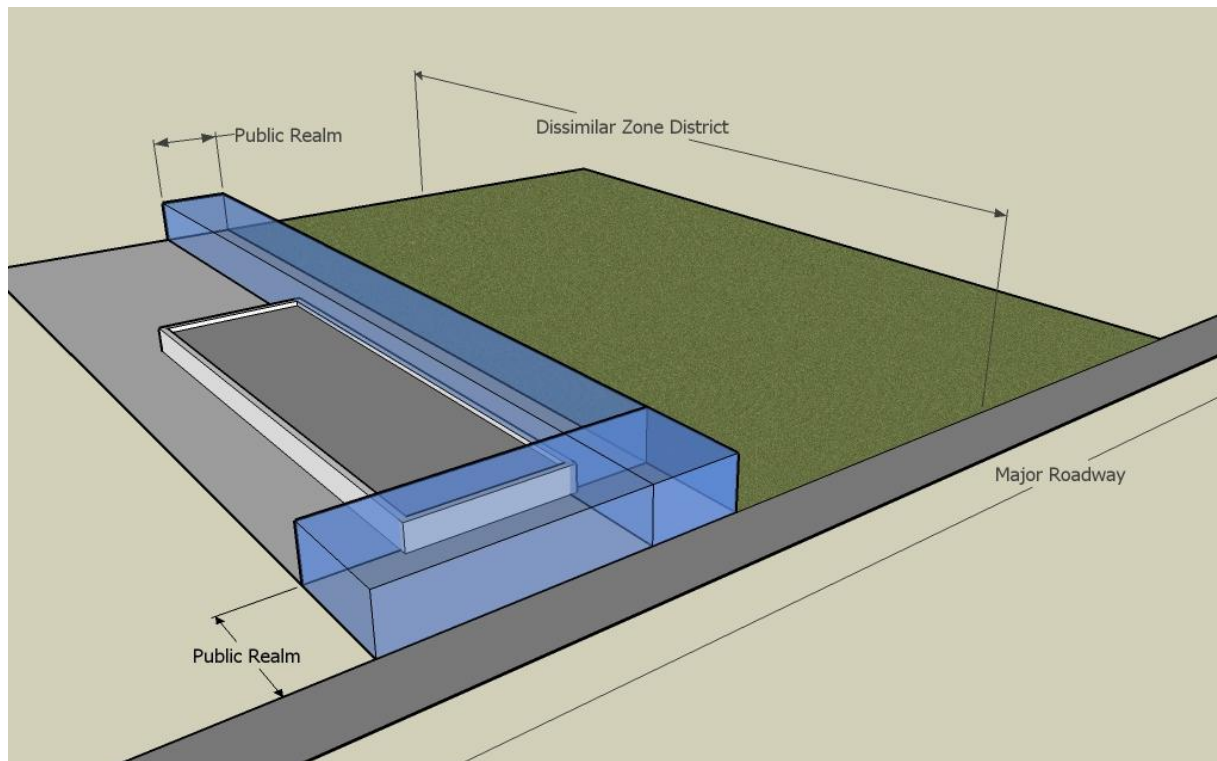
**Mechanical Equipment:** Mechanical equipment includes, but is not limited to, gas meters, electrical boxes, compressors, air conditioners, antennas, pumps, heating and ventilating (HVAC) equipment, generators, chillers, elevators, water tanks, stand pipes, solar collectors, satellite dishes and communications equipment and any other mechanical equipment, as determined by the Community Development Director.

**Public Realm:** The Public Realm means all portions of a lot, including the building façade(s), that are adjacent to or facing a Dissimilarly Zoned District and/or a Major Roadway, for both light and heavy industrial buildings (as shown in Figure 1).

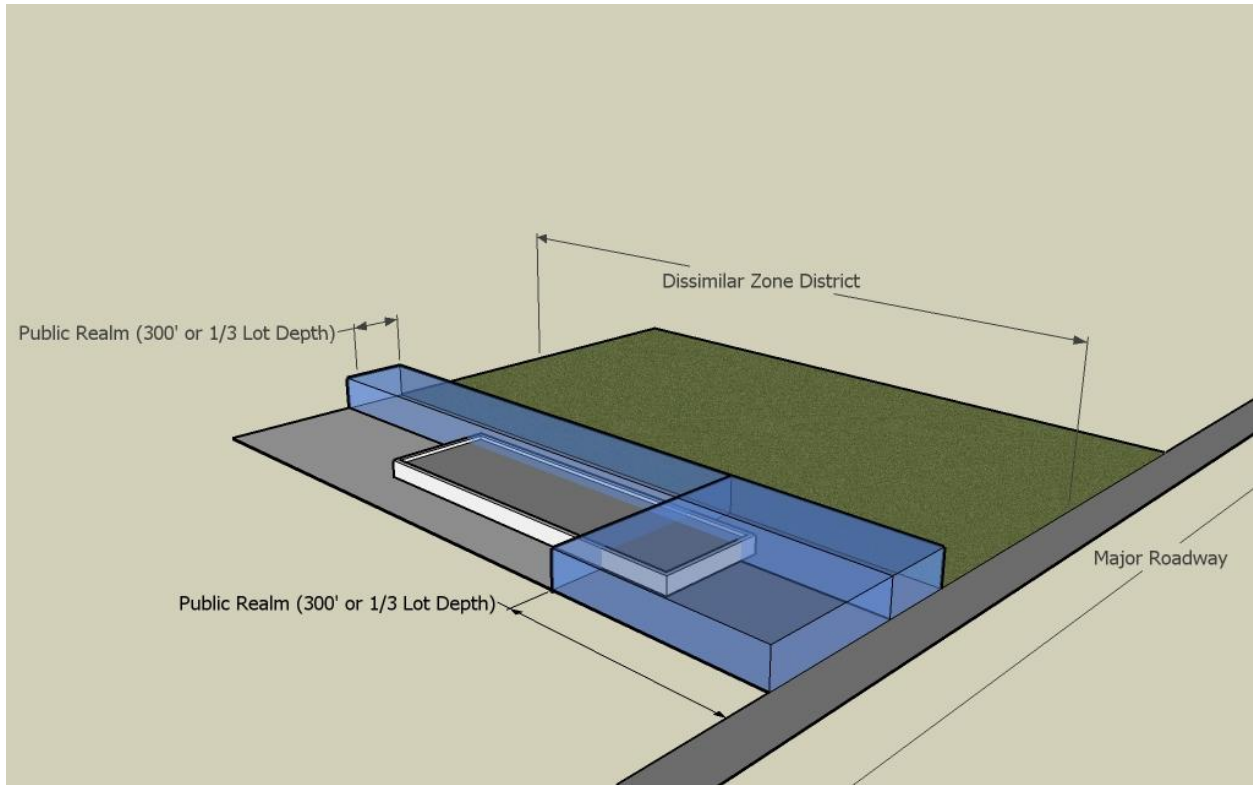
For light industrial buildings, the Public Realm shall also include those portions of a lot, and those portions of a building's façade(s), that lie within a distance of one-third ( $1/3$ ) of the lot's depth, or three hundred feet (300'), whichever distance is less, from a Dissimilarly Zoned District and/or a Major Roadway (as shown in Figure 2).

Any street or right-of-way, regardless of its classification or designation, that intersects a Major Roadway, shall be deemed to lie within the Public Realm for a distance of six hundred feet (600') from the point of intersection of such rights-of-way, for both light and heavy industrial buildings (as shown in Figure 3).

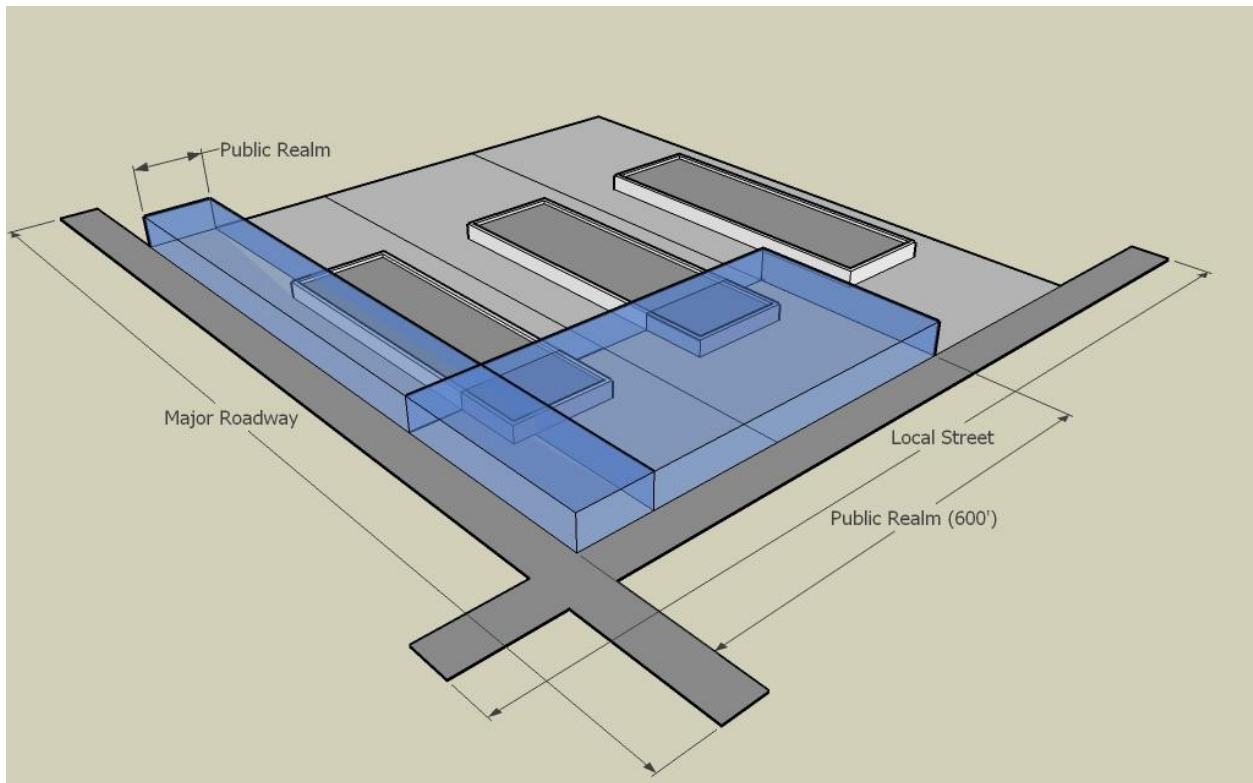
Figures 1-3, as shown below, are for representational and clarification purposes only; these Figures are not intended to represent every possible Public Realm scenario.



**Figure 1**



**Figure 2**



**Figure 3**

**Service Area:** Service Areas include, but are not limited to, waste disposal areas, trash storage areas and enclosures, outdoor areas designated for the maintenance or repair of vehicles, mechanical equipment, outdoor storage areas, vehicle storage areas, loading docks, truck courts, points of access that are restricted to use by employees and/or service personnel only, and any other service area, as determined by the Community Development Director.

**Streetscape Buffer:** A Streetscape Buffer (or “streetscape landscape buffer”) is a landscaped area located along a street or right-of-way. The Streetscape Buffer shall consist of both the privately owned and the publicly owned portion of the buffer area. The privately owned portion of the buffer generally consists of those portions of a privately owned lot that is adjacent to or abuts the right of way. The publicly owned portion of the buffer generally consists of those portions of the street or right of way between the property line and the curb line, or edge of pavement if no curb exists.

**Subdivision Sign:** A sign which is intended to identify a specific platted development, district, or subdivision, including industrial PUDs.

**Truck Court:** A truck court is an area designated specifically for the storage and/or parking of large commercial vehicles, such as semi-trucks, tractor trailers and other commercial vehicles larger than 1.5 tons G.V.W. (Gross Vehicle Weight).

### III. INDUSTRIAL SITE PLANNING AND STANDARDS

#### A. SITE PLANNING

Site planning should consider the relationship of the proposed site within the context of the surrounding built and natural environment, and should be sensitive to existing features of the site. The site should be developed in a deliberate manner, which will enhance compatibility with its surroundings and minimize adverse impacts to the existing built and natural environment. The site should be developed within the context of existing on-site and adjacent features, such as existing grades, view corridors, relationships to streets and other transportation routes, existing trees and vegetation, wildlife habitats, waterways and other natural features, and these existing features should be integrated with the overall design of the site.

##### 1. Site Orientation

Where practical, principal buildings should be placed on the lot in such a manner as to face or address the public right-of-way. The site should be designed to create the impression of a unified project and with an overall sense of a unique or identifiable place. Building placement, landscaping, entry monuments and other design elements should be used to create a sense of entry to the site.

##### 2. Site Coverage

All plans, submitted for review by the Development Review Committee (DRC), shall include a chart enumerating impervious surface measurements, and shall be listed by the square footage of the building footprint, parking lot and/or truck court (including drive aisles), and other impervious surface dimensions.

##### 3. Employee and Visitor Amenities

Each industrial lot shall provide outdoor common areas and amenities, for the useful enjoyment of employees and visitors to the site. Where feasible, outdoor common areas shall

provide southern exposure so as to receive direct sunlight in the winter and shall include deciduous trees to provide shade from the sun in the summer. Outdoor common areas should be arranged for functionality and shall be furnished with site furniture, such as benches, tables, waste receptacles, planters, eating areas and other amenities. Outdoor furniture shall be attractive, durable, comfortable, and resistant to vandalism and theft.

- a. Each lot with a principal structure equal to, or less than, 30,000 s.f. shall provide at least 300 s.f. of outdoor common area.
- b. Each lot with a principal structure between 30,001 sf. and 100,000 s.f. shall provide at least 1,000 s.f. of outdoor common area.
- c. Each lot with a principal structure between 100,001 sf. and 300,000 s.f. shall provide at least 3,000 s.f. of outdoor common area.
- d. Each lot with a principal structure between 300,001 sf. and 500,000 s.f. shall provide at least 5,000 s.f. of outdoor common area.
- e. Each lot with a principal structure larger than 500,001 sf. shall provide at least 7,500 s.f. of outdoor common area.
- f. Multiple outdoor common spaces are encouraged; however, the minimum size of an outdoor common area shall be 300 s.f.
- g. Each outdoor common area shall provide at least one (1) waste receptacle, and at least one (1) table and seating to accommodate at least four (4) people.
  - 1) For every additional 600 s.f. of common area, above 300 s.f., at least one (1) additional piece of site furniture shall be provided.
- h. Each outdoor common area shall provide at least one (1) deciduous tree, to shade tables and seating.
  - 1) For every additional 600 s.f. of common space, above 300 s.f., at least one (1) additional deciduous shade tree shall be provided.

4. Service Areas

Where feasible and practical, Service Areas should be located toward the interior of the lot and outside the Public Realm. Shared service areas among adjacent lots are highly encouraged.

- a. Service Areas, located within the Public Realm, shall be screened from view through the use of fencing or walls and/or through berming and/or landscaping, so as to be visually unobtrusive and integrated within the overall design theme of the building and site.
  - 1) The Community Development Director may require the submittal of a line-of-sight drawing that illustrates the effective screening of Service Areas.
- b. Each lot shall include a designated trash enclosure area that is large enough to accommodate the volume of trash generated by the use.
  - 1) At a minimum, each lot shall provide a trash enclosure that is large enough to contain a three (3) cubic yard capacity trash dumpster.

- 2) Trash enclosures shall provide a concrete base and shall be enclosed on all four (4) sides by solid masonry walls and opaque doors or gates that are tall enough to completely conceal the trash dumpster from view.
  - 3) Trash enclosure doors or gates that are made from chain-link fencing must incorporate a vinyl fabric screen (or other similar material), or another screening method as approved by the Community Development Director.
- c. Truck Courts, located outside the Public Realm, may utilize a pervious surface material, with approval by the Community Development Director.
  - d. Only the outdoor display of finished merchandise or products may be located within the front setback; all other outdoor storage is prohibited within the front setback. For Light Industrial buildings, no more than fifty percent (50%) of the front setback area may be used for outdoor displays of finished merchandise or products.
    - 1) All sight triangles, at the intersection of any vehicular transportation routes, shall be unimpeded by outdoor displays, and a clear line-of-sight shall be maintained.
  - e. The approximate location and the approximate scale of all Mechanical Equipment shall be depicted on all architectural elevations and site plans under review by the City's Development Review Committee (DRC).
    - 1) The Community Development Director may require the submittal of equipment specifications.
    - 2) Mechanical Equipment, located within the Public Realm, shall be painted to match the color of the surrounding building materials, unless otherwise approved by the Community Development Director.
    - 3) Roof-mounted Mechanical Equipment, located within the Public Realm, shall be screened from view through the use of architecturally integrated screening units, parapet walls or other roof screening systems, as approved by the Community Development Director.

## **B. CIRCULATION**

A clear and carefully planned hierarchy should be demonstrated for internal and external circulation systems. Pedestrian routes should be integrated into the development to provide a comprehensive circulation system. The internal vehicular and pedestrian circulation system should interconnect in an obvious and consistent manner.

### **1. Access Points and Driveways**

The site should maintain a consistent design treatment of driveways, access points, vehicular circulation routes, roadways and intersections along Major Roadways in order to establish visual continuity, and facilitate convenient and safe circulation systems. Access points along major circulation routes should be limited in number and location. Access points and driveways should line up across from other access points, driveways or focal points; and adequate separation between access points must be provided for safe and convenient internal circulation. Shared access points are highly encouraged and may be required by the Community Development Director.

- a. The design of entrances or access points must incorporate a generous area for the stacking of vehicles when intersecting with a public right-of-way. Entrances or access drives shall be a minimum of twenty-five feet (25') long, as measured from the



perpendicular curb-line of a public right of way, before intersecting with a parking lot drive aisle or parking stall.

- b. Parking aisles should be separated from vehicular circulation routes, entrances and access point drives, in designated parking lot areas, whenever possible.
- c. Dead-end aisles are highly discouraged. Where necessary, dead-end aisles shall provide adequate space for an unimpeded emergency vehicle turn-around.
- d. Major industrial subdivision entrances, access points and circulation routes that intersect with arterial and collector streets should be enhanced with subdivision signs, landscaping, and other design features to identify the industrial district, development or subdivision.

2. Passenger Vehicle Parking Lot Design and Layout

Parking areas shall meet the location and quantity requirements for their specific uses, based on the parking regulations of the City of Brighton in effect at the time of development. Shared parking among adjacent lots is highly encouraged. Handicapped parking spaces and accessible circulation routes shall be provided, consistent with federal, state and local regulations.

- a. Within the Public Realm, passenger vehicle parking lots shall use landscaped parking islands to improve the definition of circulation patterns, provide shade and break-up long, continuous rows of parking.
  - 1) Parking lot islands shall be a minimum of six feet (6') wide and shall be equal to the length of the parking stalls within the parking row.
  - 2) At least one (1) parking lot island shall be provided for every twenty (20) parking stalls, to break-up long, continuous rows of parking stalls.
  - 3) Parking lot islands shall be located at the end of every row of parking stalls.

3. Pedestrian Circulation

Pedestrian walkways shall be provided within the site to facilitate safe and convenient pedestrian access to principal buildings. Pedestrian walkways shall be raised from passenger vehicle parking areas with curbing and raised walkways.

- a. Passenger vehicle parking lots located directly adjacent to the principal building, shall provide a raised sidewalk, at least six feet (6') in wide, and shall be separated from the passenger vehicle parking lot by a six inch (6") curb and gutter.

**C. LANDSCAPING**

Landscaping shall be an integral component of industrial development, and is important to the quality of life for employees, customers, visitors and the community as a whole. Landscaping for industrial sites shall serve to enhance the aesthetics of industrial development, enrich circulation and pedestrian routes, diminish building massing, soften hard edges, provide screening of service and utilitarian areas, define building and parking entrances, provide shade, enhance the streetscape, and provide buffers between dissimilar land uses and zone districts.

1. Site Landscaping

The coordination of landscape design for individual building sites and multi-parcel developments is essential to the creation of quality industrial development. A coordinated

landscape design unifies the various buildings and lots, and strengthens the cohesiveness of the district, subdivision or development. Landscape treatments for individual building sites should create distinctive settings for buildings, and provide amenities for employees, customers and visitors to the site. Plants shall be installed in clustered arrangements that provide a cohesive landscaping theme that complements the overall landscape plan. Emphasis should be placed on locating landscaping along public right-of-ways, public entrances and those building facades that are visible from the Public Realm.

- a. Within the Public Realm, Light Industrial buildings shall provide at least one (1) tree for every fifty linear feet (50 l.f.) of the exterior perimeter building wall, to be planted adjacent to the building.
  - 1) For exterior perimeter building walls that are less than fifty linear feet (50 l.f.) in length, at least one (1) tree shall be planted adjacent to the building.
  - 2) At least three (3) deciduous shrubs shall be provided for every one (1) tree, to be planted adjacent to the building.
  - 3) At least three (3) evergreen shrubs shall be provided for every one (1) tree, to be planted adjacent to the building.
  - 4) Trees and shrubs planted within twenty feet (20') of the building shall be considered adjacent.

2. Passenger Vehicle Parking Lot Landscaping

When located within the Public Realm, passenger vehicle parking shall be landscaped to minimize large expanses of paving and diminish negative visual impacts. Landscaping should provide beauty and shade to large expanses of paved areas.

- a. Each passenger vehicle parking lot, within the Public Realm, shall provide a minimum of one (1) shade tree, for every twenty (20) passenger vehicle parking spaces, to be planted in parking lot islands, or along perimeter pedestrian areas adjacent to the parking lot.
  - 1) For passenger vehicle parking lots with less than twenty (20) parking spaces, at least one (1) shade tree shall be planted in parking lot islands or along perimeter pedestrian areas adjacent to the parking lot.
  - 2) At least three (3) deciduous shrubs shall be provided, for every one (1) tree, to be planted in parking lot islands, or along perimeter pedestrian areas adjacent to the parking lot.
  - 3) At least three (3) evergreen shrubs shall be provided, for every one (1) tree, to be planted in parking lot islands, or along perimeter pedestrian areas adjacent to the parking lot.

3. Truck Court Parking Lot Landscaping

When located within the Public Realm, Truck Courts shall be landscaped to minimize large expanses of paving and diminish negative visual impacts.

- a. Each Truck Court, located within the Public Realm, shall provide a minimum of one (1) shade tree for every twenty (20) large commercial vehicle parking spaces, to be planted in parking lot islands, or along the perimeter of the truck court.
  - 1) For Truck Courts, located within the Public Realm, with less than twenty (20) parking spaces, at least one (1) shade tree shall be planted in parking lot islands or along the perimeter of the truck court parking lot.

- 2) At least three (3) deciduous shrubs shall be provided, for every one (1) tree, to be planted in Truck Court parking lot islands, or along the perimeter of Truck Court parking lots.
- 3) At least three (3) evergreen shrubs shall be provided, for every one (1) tree, to be planted in Truck Court parking lot islands, or along the perimeter of Truck Court parking lots.
- 4) Trees and shrubs planted within twenty feet (20') of the Truck Court parking lot can be considered adjacent to the Truck Court parking lot.

4. Landscape Buffers

Visual buffers should be provided to accomplish harmonious transitions, soften hard edges, define property boundaries and mitigate potential conflicts between dissimilar uses and zone districts.

- a. Industrial lots shall provide a landscaped Streetscape Buffer along all public right-of-ways. The Streetscape Buffer shall be landscaped in a coordinated and cohesive manner. Trees and landscaping may be installed in clustered arrangements; however, trees and landscaping should be equivalently distributed between the privately owned portion and the publicly owned portion of the Streetscape Buffer, in order to provide a cohesive landscaping theme that complements the overall site landscape plan. The privately owned portion of the Streetscape Buffer shall be a minimum of twenty-five feet wide along the entire right of way boundary. Public utilities, accesses, or other features required for the protection of the public health, safety, or welfare, may encroach into the Streetscape Buffer; however, in no instance shall any Streetscape Buffer be less than fifteen feet (15') wide.

Additionally, a coordinated and cohesive landscape design shall be demonstrated between individual lots in order to unify the Streetscape Buffers between the various lots. In other words, the Streetscape Buffer landscaping for individual lots shall blend with and complement one another. Contrasting or dissimilar streetscape landscaping designs between individual lots shall be avoided.

- 1) Streetscape landscape buffers shall provide a minimum of one (1) deciduous tree for every forty linear feet (40 l.f.) of the property line that is adjacent to a public right-of-way.
  - 2) For streetscape landscape buffers that are less than forty linear feet (40 l.f.), at least one (1) deciduous tree shall be planted within the streetscape landscape buffer.
  - 3) At least three (3) deciduous shrubs shall be planted for every one (1) tree located within the streetscape landscape buffer.
  - 4) At least three (3) evergreen shrubs shall be planted for every one (1) tree located within the streetscape landscape buffer.
- b. Industrial lots shall provide landscape buffers along the shared property lines of adjacent properties with dissimilar zoning. The landscape buffer shall be a minimum of thirty feet (30') wide, along the entire shared property line.
    - 1) Landscape buffers shall provide a minimum of one (1) tree for every forty linear feet (40 l.f.) of shared property line.
    - 2) For landscape buffers that are less than forty linear feet (40 l.f.), at least one (1) tree shall be planted within the landscape buffer.

- 3) At least three (3) deciduous shrubs shall be planted for every one (1) tree located within the landscape buffer.
- 4) At least three (3) evergreen shrubs shall be planted for every one (1) tree located within the landscape buffer.

5. Wall and Fence Landscaping

Landscaping should be incorporated into the design of fencing and walls, located within the Public Realm, to soften hard edges and minimize the negative visual impact of long expanses of fences and walls.

- a. At least one (1) tree shall be planted for every seventy-five linear feet (75 l.f.) of fencing or wall located within the Public Realm.
  - 1) For fences and walls that are less than seventy-five linear feet (75 l.f.) long, at least one (1) tree shall be planted adjacent to the fence or wall.
  - 2) At least three (3) deciduous shrubs shall be planted for every one (1) tree required.
  - 3) At least three (3) evergreen shrubs shall be planted for every one (1) tree required.
  - 4) Trees and shrubs planted within twenty feet (20') of the fence or wall can be considered adjacent.

6. Plant Selection

Trees, shrubs and plants planted within industrial sites shall be chosen from the City's most recent Recommended Plant Materials List, as drafted by the Parks and Recreation Department, and their planting characteristics shall comply with the following standards and guidelines:

- a. Plants should be chosen based on suitability to climate, setting, function and compatibility with the larger development's landscaping theme. Individual lots shall establish a coordinated and cohesive landscape design that unifies the various individual lots with the landscape theme of the larger district, development or subdivision.
- b. The incorporation of xeriscaping concepts into the landscape design of each development, without compromising the intent to establish significant visual amenities through landscaping, is highly encouraged.
- c. Ornamental grasses may be considered as a deciduous shrub; however, no more than thirty-three percent (33%) of deciduous shrubs may be an ornamental grass.
- d. At least thirty-three percent (33%) of the trees to be planted on site shall be of an evergreen variety.
- e. The use of artificial plants is prohibited for exterior landscaping.
- f. Install plants that provide variety, visual interest and year-round color in landscaped areas. Select plants that provide visual interest for each season:
  - 1) Install flowering plants to provide interest in the spring.
  - 2) Install shading plants and trees to provide shade and interest in the summer.
  - 3) Install plants and trees with vivid colors to provide interest in the autumn.
  - 4) Install plants of the evergreen varieties and those with interesting branch forms, colors and textures, to provide year-round color and visual interest.

7. Plant Sizes and Quantities

Landscaping for industrial developments should provide immediate visual impact. Minimum plant sizes are required to facilitate immediate visual impacts. Larger sizes and greater quantities than the minimum requirements are highly encouraged.

- a. The developer shall install plants according to the following minimum sizes:
  - 1) Deciduous, shade and ornamental trees shall be at least 2.0" caliper.
  - 2) Evergreen trees shall be at least 6' in height.
  - 3) Shrubs shall be in at least 5 gallon (or equivalent) containers.
  - 4) Ornamental grasses shall be in at least 1 gallon (or equivalent) containers.
- b. All calculations for determining the number of trees and shrubs, which are required for a particular application, shall be rounded-up to the next whole number (i.e., the product of a calculation requiring 3.1 trees should be rounded up to 4 trees).
- c. All landscape plans, submitted for review, shall include the following:
  - 1) The location of trees and shrubs to be planted on site and the boundaries of the various types of ground covers.
  - 2) A chart enumerating the species, the quantities of each species, and the caliper or container size of the various types of trees and shrubs to be planted on site.
  - 3) An irrigation plan or description of the various methods, systems and/or tools that will be utilized to irrigate the site.

8. Landscape Irrigation and Water Conservation

Every effort should be made to conserve water by utilizing alternative and sustainable means of irrigating and maintaining a suitable landscape environment.

- a. The developer shall incorporate advanced irrigation methods and scheduling and install an efficient automatic irrigation system that will incorporate water conservation measures. Spray heads are recommended for the irrigation of lawn, turf and ground cover areas, with drip irrigation for the irrigation of flowers, shrubs and trees.
- b. The developer is encouraged to investigate alternative sources of irrigation water for all landscaped areas. Alternative sources shall be owned and maintained by the developer or an owner's association, formed for such purpose.

9. Landscape Maintenance and Replacement

Property owners are responsible for protecting and maintaining all landscaping in a healthy condition.

- a. The property owner shall immediately remove and replace all dead or diseased plant materials with the same type, size and quantity as originally installed.
- b. All planting beds should be mulched with wood or decorative rock to stabilize soils, control erosion, and conserve water use. Also, weed barrier fabric shall be used in planting beds to control weeds, and organic mulch materials that are best suited and adapted for the local area shall be used.

- c. The developer shall utilize porous paving materials that allow water to infiltrate into the ground (such as patio bricks, inter-locking pavers, concrete stepping-stones, sandstone and other architectural pavers), for the establishment of paths, plazas, patios, and other landscape features.

#### IV. INDUSTRIAL ARCHITECTURE AND DESIGN STANDARDS

##### A. BUILDING ARCHITECTURE AND DESIGN

All structures, including accessory structures, within an industrial development shall maintain a consistent style and/or architectural theme. All structures within the development shall utilize compatible materials, colors, and architectural elements. Within the Public Realm, buildings should provide additional architectural detail and visual interest, and large areas of unarticulated surfaces are prohibited.

##### 1. Building Massing

Where located within the Public Realm, architectural elements and techniques shall be utilized to reduce the apparent massing and scale of buildings. Heavy Industrial buildings shall utilize at least one (1) of the following architectural techniques. Light Industrial buildings shall utilize at least two (2) of the following architectural techniques. A combination of these techniques, or alternative techniques that meet the intent of these standards, as approved by the Community Development Director, may be utilized when only a portion of a façade wall or surface is located within the public realm.

- a. Variations in wall articulation. If this technique is chosen, the following items shall be implemented:
  - 1) The building façade shall incorporate at least three (3) distinct planes, separated by at least six inches (6”) of horizontal dimension;
  - 2) An individual façade plane shall cover no more than thirty-three percent (33%) of the total façade surface area; and
  - 3) Distinct façade planes shall be covered with a different or distinct finish material.
- b. Use of horizontal belt courses or trim bands. If this technique is chosen, the following items shall be implemented:
  - 1) The building façade shall incorporate at least three (3) distinctive belt courses or trim bands, at least eighteen inches (18”) wide, and separated by at least six inches (6”) of horizontal dimension from the plane of the main building façade;
  - 2) The belt courses or trim bands, as measured together, shall cover at least twenty percent (20%) of the total façade surface area; and
  - 3) The belt courses or trim bands shall be constructed with a different and distinct finish material from the main façade finish material.
- c. Use of architectural columns or pilasters. If this technique is chosen, the following items shall be implemented:
  - 1) The building façade shall incorporate at least four (4) distinct columns or pilasters, at least eighteen inches (18”) wide, and separated by at least six inches (6”) of horizontal dimension from the plane of the main building façade;
  - 2) The columns or pilasters, as measured together, shall cover at least twenty percent (20%) of the total façade surface area; and

- 3) The columns or pilasters shall be constructed with a different and distinct finish material from the main façade finish material.
  - d. Use of architectural fenestration, such as windows, clerestory windows, doors or other openings in the wall surface. As approved by the Community Development Director, spandrel glass may also be used to give the appearance of window openings. If this technique is chosen, the following items shall be implemented:
    - 1) At least twenty percent (20%) of the total façade surface area shall incorporate architectural fenestration (or an opening through the wall).
  - e. Use of an architectural covered walkway, such as an arcade, portico, canopy or covered porch. If this technique is chosen, the following items shall be implemented:
    - 1) At least twenty percent (20%) of the total façade surface area shall incorporate an architectural covered walkway;
    - 2) An architectural covered walkway shall be large enough to allow pedestrians to walk through and along the underside of the structure; and
      - a) The underside of an architectural covered walkway shall be at least six feet (6') wide and at least ten feet (10') high.
2. Building Materials and Colors
- Exterior façade materials and colors should be aesthetically pleasing, of a high quality, require low maintenance and be compatible with other structures within the development. Where located within the Public Realm, architectural finish materials shall be utilized to provide architectural and visual interest.
- a. Within the Public Realm, façades shall incorporate at least three (3) different and distinct façade finish materials, for the purpose of reducing the apparent massing and scale of buildings.
    - 1) No more than fifty percent (50%) of the total façade wall area may be covered with one (1) particular finish material.
    - 2) Glass, when used for window applications or curtain walls, may be counted as an acceptable finish material for purposes of this standard. The use of spandrel glass is also acceptable, with approval by the Community Development Director.
    - 3) Alternative color or material applications that meet the intent of these standards, as approved by the Community Development Director, may be utilized when only a portion of a wall is located within the public realm.
  - b. The use of subdued colors typical of the muted native grasses, woods, lakes and ponds, rocks and soils, and sun and sky of the high Colorado plains and Brighton's natural setting are to be used as primary building colors. Colors or materials considered by the Community Development Director to be bold, brash, reflective, intense, fluorescent, or metallic shall not be used, unless otherwise approved in writing by the Community Development Director for a specific and limited purpose.
    - 1) Accent and trim materials and colors shall complement and enhance the effect of the principal building colors and materials.
    - 2) Vivid and dramatic colors may be used, in a limited application, in order to accent architectural elements such as door and window frames, cornices, brackets and other decorative architectural details, if approved by the Community Development Director.

3. Roof Forms and Materials

Where located within the Public Realm, the roofline should be designed to complement various building elements and functions, and each building should have a defined top. Variations in the roofline shall be utilized to reduce the apparent massing and scale of buildings and reduce continuous rooflines.

- a. Metal roofs shall have a low gloss finish to reduce glare and reflectivity. Roof colors shall be muted or otherwise be compatible with the principal building color.
- b. Within the Public Realm, parapets and rooflines in excess of seventy-five feet (75') in length shall incorporate architectural features and/or techniques to diminish the apparent building mass, and long, continuous rooflines. At least one (1) of the following techniques must be utilized for the purpose of reducing the apparent massing and scale of buildings:
  - 1) The use of sloped roofs (a minimum of a 4:12 roof slope is required).
  - 2) The use of stepped parapet wall heights and/or variations in roof planes or parapet lines (at least eighteen inches (18") of vertical difference is required).
  - 3) Use of belt courses or horizontal trim bands of contrasting color and/or materials at the roof line. Belt courses or trim bands shall be at least eighteen inches (18") wide and separated by at least six inches (6") of horizontal dimension from the main building façade.
  - 4) Other architectural features as approved by the Community Development Director.

4. Primary Building Entrances

Primary building entrances should provide visual interest and should be clearly identifiable from primary driveways and vehicular circulation routes. Primary building entrances should be easily identified through the use of architectural features and design. Architectural features and elements employed to fulfill other architectural and design requirements of this section (such as requirements for massing reductions, material and color variations, and varying roof forms) may be applied towards these building entrance requirements.

- a. Heavy Industrial buildings shall utilize at least two (2) of the following architectural techniques. Light Industrial buildings shall utilize at least three (3) of the following architectural techniques:
  - 1) Frame the primary building entrance through the use of columns or pilasters at the primary building entrance.
  - 2) Use an arcade, canopy, gable, portico, or awning.
  - 3) Create a different and distinct primary entrance wall plane (such as a recess, angle or projection) from the surrounding or primary wall plane(s).
  - 4) Frame the primary building entrance through the use of windows and/or transom windows around the primary entrance.
  - 5) Frame the primary building entrance through the use of a different and distinct material or color from the surrounding façade.
  - 6) Install benches and other pieces of outdoor furniture to accommodate at least four (4) persons.
  - 7) Provide distinctiveness and/or identity by installing public art (such as sculptures or fountains) near the primary building entrance.
  - 8) Other techniques as approved by the Community Development Director.



5. Walls and Fences

Walls and fences should contribute to the visual quality of the site, while being as visually unobtrusive as possible. The architecture, design, materials and colors of fences and walls shall be compatible with the site's buildings and architecture.

- a. Where located within the Public Realm, retaining walls and screening walls shall be made of a masonry material, such as stone, brick, split-faced block, or other architectural materials, as approved by the Community Development Director. Large areas of blank or unarticulated walls are prohibited. Stucco and concrete walls are permitted if faced with an architectural masonry material or if the surface is adequately scored or textured so as to provide visual and architectural interest, as approved by the Community Development Director.
- b. Where located within the Public Realm, fences shall be made of architectural metal (such as wrought iron or similar), vinyl, split-rail timber, or other architectural fencing application, as approved by the Community Development Director. Chain link and wood plank fencing is prohibited within the Public Realm.
- c. Where located within the Public Realm, walls and fences shall incorporate architectural columns or pilasters to break-up long, unarticulated planes.
  - 1) A column or pilaster shall be constructed at least every fifty linear feet (50 l.f.) of length and at each end of the wall or fence.
    - a) A column or pilaster shall be at least eighteen inches (18") wide, and separated by at least six inches (6") of horizontal dimension from the main wall or fence surface or horizontal plane.
    - b) The columns or pilasters shall be constructed with a different and distinct finish material from the main wall or fence material.
  - 2) A capping element shall be incorporated on the top of each column or pilaster.
    - a) A capping element shall have at least four inches (4") of vertical dimension above the top of the column or pilaster.
    - b) A capping element shall be a different and distinct finish material from the column or pilaster finish material.

6. Accessory Structures

Accessory structures shall incorporate similar architectural design features, including, but not limited to, building materials, colors and architectural style of the principal building.

- a. Where feasible, accessory structures should be oriented towards the interior of the lot and outside of the Public Realm. Where located within the Public Realm, accessory structures shall incorporate the same architectural features (materials and colors), as determined by the Community Development Director, as those used for the principal building.
- b. In zone districts where the maximum allowed building height is fifty feet (50') or less, specialized equipment, directly related to the principal use, may extend twenty-five feet (25') above the zone district's maximum allowed principal structure height without a variance.

- 1) An area equal to no more than twenty-five percent (25%) of the total principal building footprint area may extend twenty-five feet (25') above the zone district's maximum allowed principal structure height without a variance.
- 2) In zone districts with building height allowances that exceed fifty feet (50') in height, a variance must be sought for structures, including related specialized equipment, that exceed the zone district's maximum building height allowance, unless otherwise expressly allowed.

## **B. SIGNAGE**

Signage should serve to direct, identify and inform. All signage shall be constructed pursuant to, and in compliance with, the City's sign regulations in effect at the time of permit, and a permit shall be required for all signs, unless otherwise allowed. A signage plan, indicating the location and specifications of signs, shall be required for all industrial developments.

### **1. Subdivision Signs**

Subdivision signage should contribute to the architectural design of the larger development in style, material, color, architecture and composition.

- a. Subdivision signs shall incorporate at least 300 s.f. of an associated landscaping feature, around the base of the sign, to plant shrubs and/or flowers.

### **2. Identification Signs**

Identification signage should contribute to the architectural design of the site and the larger development or subdivision in style, material, color, architecture and composition. Site specific identification signs shall be constructed with similar architectural style, materials and colors as the principal structure and shall be compatible with other signs within the larger industrial development.

- a. Identification signs shall incorporate at least 200 s.f. of an associated landscaping feature, around the base of the sign, to plant shrubs and/or flowers.

## **C. EXTERIOR LIGHTING**

Exterior lighting should be used to provide safety and security throughout the development. Lighting shall be designed to complement the overall design of the development. Minimum site lighting should be maintained in order to provide safe pedestrian and vehicular movement, while minimizing glare and off-site light pollution.

### **1. Light Fixtures**

Light poles and fixtures shall be compatible in architectural design with all other light fixtures on site and within the larger development.

- a. Light poles shall not exceed fifty feet (50') in height, or thirty-five feet (35') in height within the Public Realm, as measured from the finished grade.
- b. The direct light source (e.g., bulb and/or filament) shall not be visible from adjacent properties or the public right-of-way.
  - 1) Fully shielded light fixtures shall be utilized to prevent glare and to direct light towards its intended area.

- 2) Motion-activated security lighting may be exempt from this standard with approval by the Community Development Director. Such motion-activated security lights shall remain lit for no more than one (1) minute per activation.

2. Photometric Plan

A photometric lighting plan, indicating the location, intensity (measured in lumens per square foot) and specifications of light fixtures shall be required to be submitted for all industrial developments under review by the City's Development Review Committee (DRC).

- a. Site lighting plans shall provide consistent levels of illumination, avoiding irregular pockets of extreme brightness or darkness. Over-lighting and high contrast lighting is prohibited.
- b. A maximum allowance of 200,000 lumens per gross acre (4.6 lumens per square foot) shall be allowed on an industrial lot.
- c. Illumination levels at the property line should generally be zero (0.0) lumens, and in no instance shall they exceed five (5) lumens.
- d. Illumination levels shall be measured between three (3) to five (5) feet above the finished grade.